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Conclusions; 4: Service-Oriented Architecture (SOA); 4.1. Software architecture versus information system urbanization; 4.2. Software architecture evolution; 4.3. COBOL own style of software architecture; 4.4. The one-way road to SOA; 4.5. Characterization of SOA; 4.5.1. Preliminary note; 4.5.2. From objects to components and services; 4.5.3. Type versus instance  
4.5.4. Distribution concerns  
4.5.5. Functional grouping; 4.5.6. Granularity; 4.5.7. Technology-centrism; 4.5.8. Composition at design time (... is definitely modeling); 4.5.9. Composition at runtime; 4.6. Conclusions; 5: SOA in Action; 5.1. Service as materialized component; 5.2. Service as Internet resource; 5.2.1. Pay-per-use service; 5.2.2. Free service; 5.2.3. Data feed service; 5.3. High-end SOA; 5.4. SOA challenges; 5.5. The Cloud; 5.5.1. COBOL in the Cloud; 5.5.2. Computing is just resource consumption; 5.5.3. Cloud computing is also resource consumption, but...  
5.5.4. Everything as a service  
5.5.5. SOA in the Cloud; 5.5.6. The cloud counterparts; 5.6. Conclusions; 6: Model-Driven Development (MDD); 6.1. Why MDD?; 6.2. Models, intuitively; 6.3. Models, formally; 6.4. Models as computerized objects; 6.5. Model-based productivity; 6.6. Openness through standards; 6.6.1. Model-Driven Architecture (MDA); 6.7. Models and people; 6.8. Metamodeling; 6.8.1. Metamodeling, put simply; 6.9. Model transformation; 6.10. Model transformation by example; 6.11. From contemplative to executable models; 6.12. Model execution in action  
6.13. Toward Domain-Specific Modeling Languages (DSMLs)

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## Sommario/riassunto

Nowadays, billions of lines of code are in the COBOL programming language. This book is an analysis, a diagnosis, a strategy, a MDD method and a tool to transform legacy COBOL into modernized applications that comply with Internet computing, Service-Oriented Architecture (SOA) and the Cloud. It serves as a blueprint for those in charge of finding solutions to this considerable challenge.

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